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Ofir (TTRPG)

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Ofir at a Glance

Region Details	
Status:	Unified Malliqdom (Confederation of Satrapies, former empires, and kingdoms)
Borders:	The Far South of the Old Continent
Ruler:	The Badawi Royal House (Currently Malliqa Nurshah "The Calm")

Language:	Ofieri Common (Lingua Franca), Regional Dialects, Pidgins, and Creoles
Religion:	Syncretic Ofieri Beliefs (Elementalism, Runewright Pantheon, Zewherli, Xusydyn)
Primary Exports:	Decorated weapons, fine silks, exotic animals (elephants, big cats), runewright services, Sultanite gems, carpets, and board games.

A Guide to the Realm: Major Locations

- **Manisa (The Capital):** The crown jewel of unified Ofir. It is a magnificent, sprawling city renowned for its universities and academies, producing the finest mages, medics, mathematicians, and philosophers in the South. Ofieris boast that its intellectual and architectural splendor makes Nilfgaard's City of Golden Towers look dull by comparison.
- **The Al-Harad Desert:** A vast, treacherous desert bordering the sea. It is a harsh frontier filled with Gigascorpions and ancient ruins, and its coasts are the supposed resting place of the legendary, undiscovered treasure hoard of the Skellige pirate Yustianna an Craite.
- **The Varuta Islands:** Tropical *Eyalets* (overseas colonies governed by Pashas) that serve as Ofir's primary staging grounds and naval hubs for maritime exploration toward the Far East and the Asatta Peninsula.
- **Dumdanial:** An ancient, highly prestigious magical academy. It was originally built upon the ruins of a sacred sanctuary constructed by the Aen Nílfe (the southern elves) and serves as a hub of magical learning.
- **The Silver Towers (Ruins):** A monumental ruin (distinct from the elven palace of the same name in the North). It is a site of great historical importance, as it was the battlefield where the rebellious *League of Mages* was violently crushed by the crown's forces to save Princess Nurshah.
- **Mizropir:** Once the mighty "Empire of the Eastern Land," it slowly fell into decline and was devastated by Skellige raids before being annexed. It now serves as a haunting reminder of the empires that existed before Ofir's unification.

The Regional Landscape

- **Geography & Climate:** Ofir is staggeringly vast and features almost every climate imaginable, rivaling the Melukkan Peninsula. It encompasses the treacherous Al-Harad desert, sweeping warm grasslands, dense Durisilva woodlands, and lush tropical rainforests near the Zangvebari border. Volcanic tremors and earthquakes occasionally shape the landscape, courtesy of the active Barso-Hannuan tectonic plate.
- **Borders:** Bounded by the Sea of Opir to the north. It shares borders with the independent nation of Welamûs, the fragmented states of Skepimos, the powerful commercial nation of Zangvebar, the militaristic Naphakadeizwe Empire, and the land of Nayar.

Society & Culture

- **The Pillar of Honor (Rafshá):** Honor is the absolute axis of Ofieri identity. Taking bold risks for discovery or service elevates one's status. Conversely, laziness, aimless greed, and blinding fanaticism are universally despised.
- **The Open-Air Debate:** A deeply rooted cultural tradition dictates that important decisions must be debated under the sky (in the presence of the gods) twice: once sober, and once drunk, followed by a communal nap. This ensures decisions are not born of mere impulse.
- **Literacy & Education:** Highly literate. Temples double as free educational centers, viewing the study of science, math, and poetry as acts of reverence. Secular trade schools (*Shilaharfes*) offer hands-on apprenticeships.
- **Polygamy vs. Monogamy:** Despite Nordling stereotypes, Ofir is largely monogamous. Polygamy (and the maintenance of harems) is restricted almost entirely to the aristocracy for dynastic stability.

Economy, Law & Governance

- **The Government:** A semi-decentralized feudal confederacy. The Malliq (King/Queen) sits at the top, managing semi-autonomous provinces called *Satrapies* (ruled by Satraps), colonial *Eyalets* (ruled by Pashas), and protectorates called *Gözets*.
- **The Judicial Hierarchy:** Law is layered from the top down: General Laws (Malliq) > Greater Laws (Satraps) > Regional Laws (Bajahs) > Ayani Laws

(Municipal) > Popular Laws (Local Begs).
- **The Spice Monopoly:** Ofir rarely exports spices, keeping them for domestic use or importing from Melukka, allowing them to dominate the international market in silks, fine weaponry, and magical runecrafting instead.

Regional Bestiary

Ofir's diverse ecosystem supports an array of terrifying and unique monsters, brought by the Conjunctions:

- **The Upiór:** A unique regional vampire theorized to be the ancient evolutionary ancestor of both lesser and higher vampires.
- **Desert & Sky Terrors:** The Al-Harad desert hides *Gigascorpions* and *Falak* (massive, subterranean serpentine fish). The skies are hunted by the *Turul* (a hawk-vulture hybrid the size of a Royal Wyvern), *Anqas* (griffin variants), and the *Zilant* (a missing link between dragons and wyverns).
- **The Elementals:** Djinns, Ifrits, and Marids are highly common. In the *Elementalist* religion, binding a Genie is a profound sacrilege; they are worshipped as divine messengers and omens.

Citizens & Factions of Interest

- **Malliqa Nurshah "The Calm":** The current, fiercely intelligent ruler of Ofir. Where her father (Nibras) and grandfather (Salim I) were conquerors, Nurshah is the ultimate stabilizer. She is highly respected for her even-handed governance, effectively holding the massive, diverse confederation together.
- **Putnam Pitch (Prince Kurus):** The lost heir to the Ofieri throne. Kidnapped as an infant, he was mutated into a Witcher of the Griffin School. He eventually returned to Ofir to rescue his half-sister (Nurshah) from a mage rebellion. Though named a *Ghazi* (National Hero), he rejected the throne to walk the Path.
- **Hatun Radeyah:** The most powerful sorceress at court and right hand to the Malliqa. She is a cunning, dangerous survivor who once orchestrated a coup, was sentenced to "vulture flaying," and ultimately survived grueling trials to redeem her honor and her place in the royal court.

- **The Tarafar ("The Fanatics"):** The Malliqdom's supra-elite secret service. They are unparalleled spies, linguists, and martial artists. They act as the crown's eyes and ears, operating deep undercover both domestically and abroad (even as far as Redania).
- **The Immortals:** The elite, veiled shock troops of the Ofieri military. They are legendary for their unbending discipline and skill. They are occasionally leased out as high-end mercenaries to foreign kingdoms (such as to King Radovid during the Third Northern War).
- **Sehrliylar Ittifoqi (The League of Mages):** A radical, violent faction of sorcerers who rebelled against the crown's attempts to centralize power and regulate magic. Though they were officially defeated at the Battle of the Silver Towers, remnants of the League still plot in the shadows.
- **The Mavili:** A prominent ethnic minority of master merchants, easily identifiable by their blue garments (which they believe bring good fortune). They are boisterous, highly competitive, and can be found trading in ports as far away as Novigrad.
- **The Zewherli & The Runewrights:** Two heavily intertwined but theologically opposed factions. Both believe the creator communicates through runes. However, the Zewherli are jewelers who believe extracting magic from runes is a profound sacrilege, putting them at constant, bitter odds with the famous Runewrights who enchant weapons and armor.

GM Toolkit: Ofir Plot Hooks

- **The Treasure of the Great Blue Demon:** During the "Great Razing" of the 12th century, the infamous Skellige pirate Yustianna an Craite sacked the Ofieri coast. She buried an incomprehensible hoard of stolen gold somewhere in the region before returning to Skellige. Countless treasure hunters have died looking for it. The players uncover a partial map on a dead Skelliger in the Al-Harad desert.
- **The Runewright Schism:** A violent theological dispute erupts in the capital of Manisa. The *Mücevherli* (who believe runes are divine commands that should never be used for magic) have hired mercenaries to sabotage the workshops of the *Runewrights* (who believe drawing magic from runes is a divine right). The players must mediate—or pick a side.
- **The Toad Prince's Legacy:** Though Prince Sirvat (cursed to be a toad) was slain in Oxenfurt by a Witcher, rumors persist in the Ofieri court that he left

behind a bastard child before his cursed departure to the Northern Realms. The *Tarafar* (the Malliq's elite secret service) hires the party to travel north and find the heir before a rival Satrap's assassins do.

- **The League of Mages:** A radical cell of the *Sehrliylar Ittifoqi* (League of Mages) survived their historic defeat at the Battle of the Silver Towers. They are currently hiding in the Durisilva forests, using bound Djinns to orchestrate localized earthquakes in an attempt to assassinate a loyalist Satrap.

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